- KINGDOM DEATH: MONSTER -

BLACK KNIGHT

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BLACK KNIGHT

The bell stands silent in the settlement, an unanswered question, until the day the red-haired stranger arrives. In that moment, the survivors hear the peal of the bell and know the answer in their hearts. The survivors will ascend the mountainside to face off with the Black Knight in its crumbling citadel. Thrashing and bouncing like rag dolls, they will cling to the edge or make a final beautiful flight into the gloom.

- 3 x Black Knight plastic sprues
- 29 x Black Knight AI cards
- 24 x Black Knight HL cards
- 16 x Citadel showdown tiles
- 2 x Rubble terrain tile sheets
- 11 x Rare Gear cards
- 2 x Tactics cards
- 3 x Innovations
- 15 x Black Knight Armor pattern cards
- 4 x Squire vignette cards
- 4 x Squire Gear Grids
- 2 x Seed Pattern cards
- 1 x Collective Cognition Reward card
- 3 x Dividers
- 3 x Disorder cards
- 3 x Fighting Art cards
- 2 x Secret Fighting Art cards
- 4 x Armor Set Bonus cards
- 3 x Settlement Event cards
- 4 x Terrain cards
- 15 x Black Knight Armor pattern gear cards
- 4 x Squire Suspicion cards
- 3 x Mountain Lion AI cards
- 5 x Seed Pattern gear cards
- 3 x Knowledge cards

Add to Your Collection
Use the Black Knight dividers to organize Black Knight and Squires campaign materials.

Two Ways to Play

This expansion includes a Node 3 nemesis for *Monster* campaigns. Node 3 nemesis monsters are among the toughest challenges to manage the settlement.

This expansion also includes a Squires campaign that tells the story of four squires.

Black Knight Nemesis

Add the Black Knight disorders, fighting art, secret fighting art, armor set bonus, tactics, and settlement event cards to their respective decks.

If your campaign includes seed patterns, add the Black Knight seed patterns to the settlement's seed pattern deck.

If your campaign includes arc survivors, add the Black Knight collective cognition reward card to your collective cognition reward deck.

Use the following story events in this book:
The Bell Rings, Darkened Workshop, Death of the Black Knight, Mountain Ascent, Scramble to Survive, Showdown: Black Knight, Waiting Bell.

Add Black Knight to a New Campaign
Add 📖 **Waiting Bell** to lantern year 13 on the settlement's timeline.

Add Black Knight to a Current Campaign
Add 📖 **Waiting Bell** to lantern year 13 or the current lantern year, whichever is later. You may not challenge a level of Black Knight from past lantern years.

Black Knight and People of the Dream Keeper
The Hand doggedly scrutinizes the Dream Keeper's schemes, its arrival in the settlement is unavoidable. When you add the Black Knight to your campaign, you will face the Black Knight and The Hand in lantern year 13. These are both Node 3 Nemesis monsters. To accommodate their simultaneous arrival, change The Hand Nemesis Showdown (lantern year 13) to a **special showdown** on your settlement's timeline.

Squires Campaign

The Squires campaign is a short story of four faithful servants of the Black Knight. Each lantern year, the Squires campaign describes the events of the settlement, hunt, and showdown phases. On their journey, the squires face distinct versions of the Black Knight and monsters from the *Monster* core game. To begin your campaign, turn to the **Squires Campaign** section.

Rules

Knight Expansions & Tactics Deck

Each Knight expansion includes its own tactics. Tactics provide survivors with new ways to fight, using what they have learned from fighting Knights. When the Black Knight is in your campaign, use the two Black Knight tactics cards in your tactics deck.

In this expansion, survivors may earn the **Black Knight Badge** rare gear. To use tactics in your campaign, a survivor in the showdown must wear any Knight badge. This allows them to draw one random card from the tactics deck at the start of the showdown. During the showdown, the badge-wearer may use this tactic to help defeat their foes.

When you draw a tactics card, place it in your play area. At the end of the showdown, archive all tactics cards.

Synchronic Attack

Synchronic attacks are powerful actions that simultaneously affect all survivors in a zone. To perform a synchronic attack, the monster controller examines the zone, noting all survivors that are within it, and makes a single set of attack rolls. Apply the roll results to all survivors within the zone. A survivor's evasion, dodge, block, deflect, and gear apply to that survivor only when determining hits.

After hits are determined, the monster controller selects a hit survivor and resolves the rest of the attack, rolling hit location dice, dealing damage, and triggering effects before moving on to the next hit survivor. Once all hits are resolved, the action ends, and the next action on the card can be performed.

Attack Effects

Attack effects trigger for each survivor individually as the monster controller resolves the rest of the attack one survivor at a time.

Move & Synchronic Attack Target

The monster controller must identify the shortest path until the target is in the attack zone. If this is not possible and the synchronic attack cannot reach the target, the monster will move as close to the target as possible. The monster will still perform the synchronic attack if there are other survivors in the attack zone.

Black Knight Armor Patterns

Defeating the Black Knight gives survivors a glimpse into the craftsmanship and technology of the Black Knight citadel. Inspired by what they see, the survivors gain pattern cards they can attempt to build. Any patterns gained by the settlement can be built during the Develop step of the settlement phase. Spend the listed cost and gain the gear. The crafting limit specifies the number of each gear that a settlement can have at any time (e.g., *Black Knight Armor pattern gear has 🔧1, meaning the settlement can have one copy of each gear*).

Black Knight Seed Patterns

Seed patterns are bizarre crafting ideas. At the start of a campaign that includes the Black Knight, add the two seed patterns included in this expansion to your settlement's seed pattern deck. This deck should include any seed patterns in your collection associated with monsters and elements in your campaign.

Drafting Table or Insight

Seed patterns are gained through the presence of the **Drafting Table** innovation in your settlement. If you are playing without this, gain a random seed pattern from your settlement's seed pattern deck whenever a survivor reaches the **Insight** understanding milestone.

Arc Survivors Face the Black Knight

Arc survivor settlements may be chosen as offerings to the restless Black Knight. Arc survivors are a strain of divergent survivors. Rules for arc survivor campaigns are included in the Gambler's Chest expansion.

Collective Cognition Reward

When arc survivors cross paths with the Black Knight, they gain collective cognition rewards inspired by it. Add the Black Knight Cuisine collective cognition reward card to the Nemesis 3 position in the numerically-ordered collective cognition deck (29).

Knowledges

If the arc survivors reach 29 collective cognition, they will gain the benefits of Black Knight Cuisine, which adds the **Dutybound I** knowledge to their knowledge deck.

Gear with Multiple Gear Cards

This expansion includes a massive weapon that is represented on two gear cards. To carry this gear, both gear cards must be placed in the gear grid to create the unbroken image of that gear. All cards that comprise this gear are treated as a singular piece of gear.

Heart Flute Innovation

The Black Knight cannot be called using Heart Flute.

The Black Knight Citadel

Showdowns with the Black Knight take place in a crumbling cliffside citadel. Do not use the core game showdown board. Instead, the citadel tiles in this expansion combine to create a unique citadel showdown board. The **Showdown: Black Knight** story event details the citadel showdown board setup.

Citadel Tiles

Most citadel tiles start facedown. Survivors are unfamiliar with the Black Knight's domain and cannot effortlessly find their way into facedown tiles.

Facedown tiles are revealed by the monster moving into them, hapless survivors suffering knockback through them, or survivors shining their lanterns to explore them.

Revealing Citadel Tiles

When a citadel tile is revealed, flip it over to its faceup side without rotating it.

Monster Movement

The monster may move into facedown citadel tiles to reach survivors. When the monster enters a space on a facedown citadel tile, reveal the tile and continue the monster's movement.

Knockback

When a survivor suffers knockback onto or through a space on a facedown citadel tile, reveal it and continue the survivor's knockback. Catastrophic knockback can cause survivors to reveal multiple tiles.

Shining a Lantern

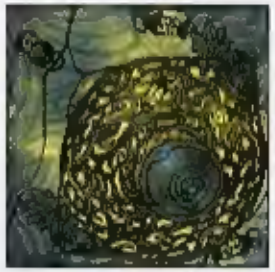
A survivor adjacent to a facedown citadel tile may spend 1 to shine their lantern and reveal it.

Terrain on Citadel Tiles

Terrain in the citadel is represented by images of structures or objects illustrated on the citadel tiles instead of terrain tiles. Treat these spaces the same as terrain tiles on the showdown board, referring to rules on the corresponding terrain card. Terrain on the citadel showdown board cannot be moved.

Noble Urns

The feral temperament of the Black Knight causes ongoing damage to its home, which the squires work diligently to repair. The citadel is crowded with assorted supplies stored in urns.



Bell Altars

The squires employ bell altars erected throughout the citadel to soothe their guardian. Untrained survivors may attempt to use these devices.

Other Terrain

Through the insistent effort of the squires, other terrain does not appear in the citadel. Ignore the effects of rules that place terrain on the showdown board, such as Strategist, Bug Trap, etc.

Dangerous Knockback

Survivors in the citadel will find themselves flung through the ruins in chaotic, often extensive ways. Nothing in the showdown will ever stop a survivor's knockback (not even collision with the monster), but some things will make it worse.

Further dangers of knockback come from the precarious location of the citadel and its decaying structures.

Sheer Cliffs

The Black Knight's citadel juts out from a cliffside of the Inverted Mountain. It is surrounded on all sides by sheer drops.

The Black Knight effortlessly navigates its home. The monster will *never* move off the citadel showdown board.

However, the edges of the citadel showdown board provide no safety for survivors. If knockback would cause a survivor to move past the showdown board edge, they hurtle right off and must **Scramble to Survive**. It is important to track a survivor's remaining knockback after plummeting off the showdown board, as this will affect their chances of surviving.

Lucy suffers knockback 4 away from the monster. Her knockback moves her 2 spaces when she reaches the edge of the showdown board and stops. She has 2 spaces remaining from her knockback. As a result of the Sheer Cliffs monster trait, she must **Scramble to Survive,** *subtracting her remaining knockback from her roll result.*

Almost Everything Is Crumbling

The Black Knight's citadel contains decaying masses of ancient architecture and hastily hoarded resources. This terrain is **crumbling**.

Although survivors cannot voluntarily move into a crumbling terrain space, knockback through crumbling terrain is turbulent and painful.

Knockback and Crumbling Terrain

Throughout the showdown, the survivors will suffer extensive knockback around the citadel, careening through its crumbling structures and leaving destruction in their wake.

When a survivor suffers knockback into a space occupied by crumbling terrain, they **collide** with it. The painful impact does not stop their momentum. Continue their knockback. Once it ends, the survivor suffers 1 damage to a random hit location for each **crumbling** terrain space they smashed through. Resolve this damage before **Scramble to Survive**.

Crumbling to Bits

When anything collides with crumbling terrain, it is reduced to rubble. Cover that space with a **rubble** terrain tile. If crumbling terrain is reduced to rubble, it cannot be activated.

If you run out of rubble terrain tiles, substitute other facedown terrain tiles. If a survivor's knockback becomes a complicated kinetic maze, place rubble tiles as you resolve their knockback to ensure you accurately place rubble in their path.

Elastic Elastomer Statues

The only sturdy elements of the citadel are the precious statues of the Black Knight's order. Squires continually repair and reinforce them with adhesive, leaving optimistic restorations rather than faithful re-creations. Knockback into Elastomer Statues sends survivors bouncing ever faster and harder through the ruins.

Elastomer Statues are new terrain introduced in the Black Knight expansion. Hopeful amalgams of adhesive and broken pieces, these statues are everywhere, creating dangerous conditions for survivors suffering knockback.

The Black Knight easily moves among or over them and can stand on them without a problem.

Survivors cannot stand on or voluntarily move through spaces with Elastomer Statues, and when they collide with them, the unique rubbery properties of the statues cause havoc.

Elastic versus Impassable

Elastomer Statues are **elastic**, which is a variant of **impassable**: survivors cannot *choose* to move onto spaces occupied by them. However, survivors *will* move onto spaces occupied by an Elastomer Statue when they suffer knockback into a statue, or when the Black Knight places a survivor on top of a statue.

Elastic Terrain and Knockback

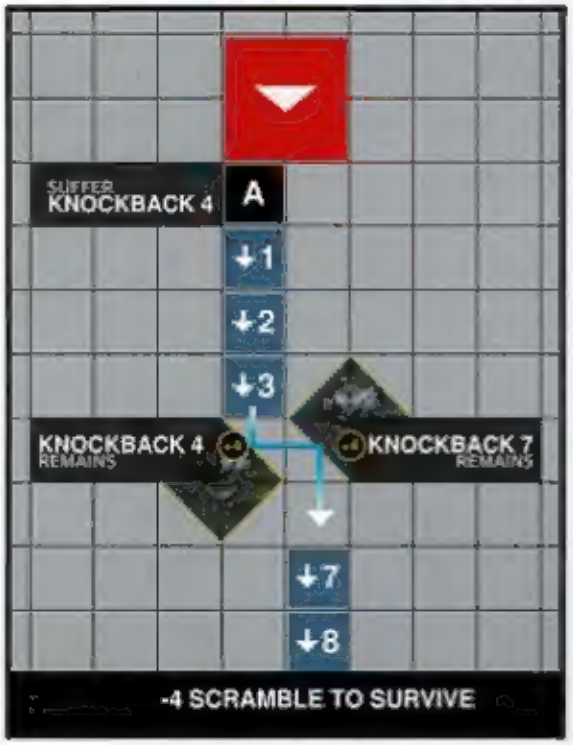
When a survivor moves onto a space with elastic terrain while suffering knockback, their knockback increases by 4. If they are placed onto elastic terrain for any other reason, do not add 4 to their knockback.

Bounce Directions

The angled geometry of Elastomer Statues changes the direction of a survivor's knockback. Instead of flying through the statue, if they collide with an Elastomer Statue while suffering knockback, the direction of the survivor's flight changes. Change the direction of a survivor's knockback by 90 degrees in the direction facing away from the Elastomer Statue, as shown.

When the complexity of a survivor's knockback reaches nightmare levels, it is important to separately track the amount of their knockback and the number of spaces they have moved. When the number of spaces moved equals the amount of their knockback, their knockback is complete.

If survivors leave the showdown board before their knockback is complete, the remaining knockback amount contributes to the results of **Scramble to Survive**.

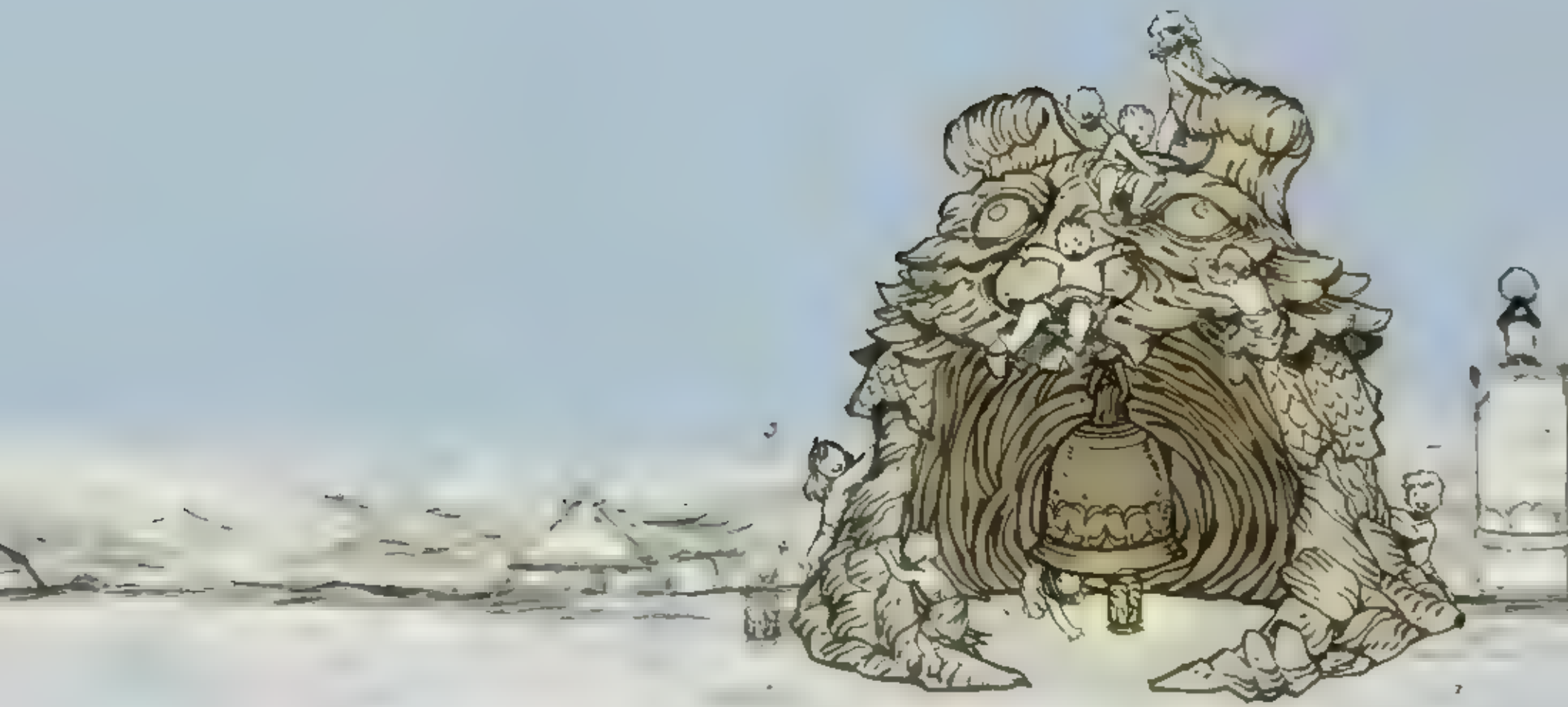


Allister suffers knockback 4 away from the monster. His knockback moves him 4 spaces and onto an Elastomer Statue. The elastic properties add 4 spaces to his knockback and change its direction. His knockback moves him 1 space before he encounters another Elastomer Statue, changing his knockback direction and adding 4 to his knockback again. When Allister reaches the board edge, he has traveled 8 spaces and has 4 knockback remaining. He must ☐ ***Scramble to Survive,*** *subtracting his 4 remaining knockback from his roll result.*

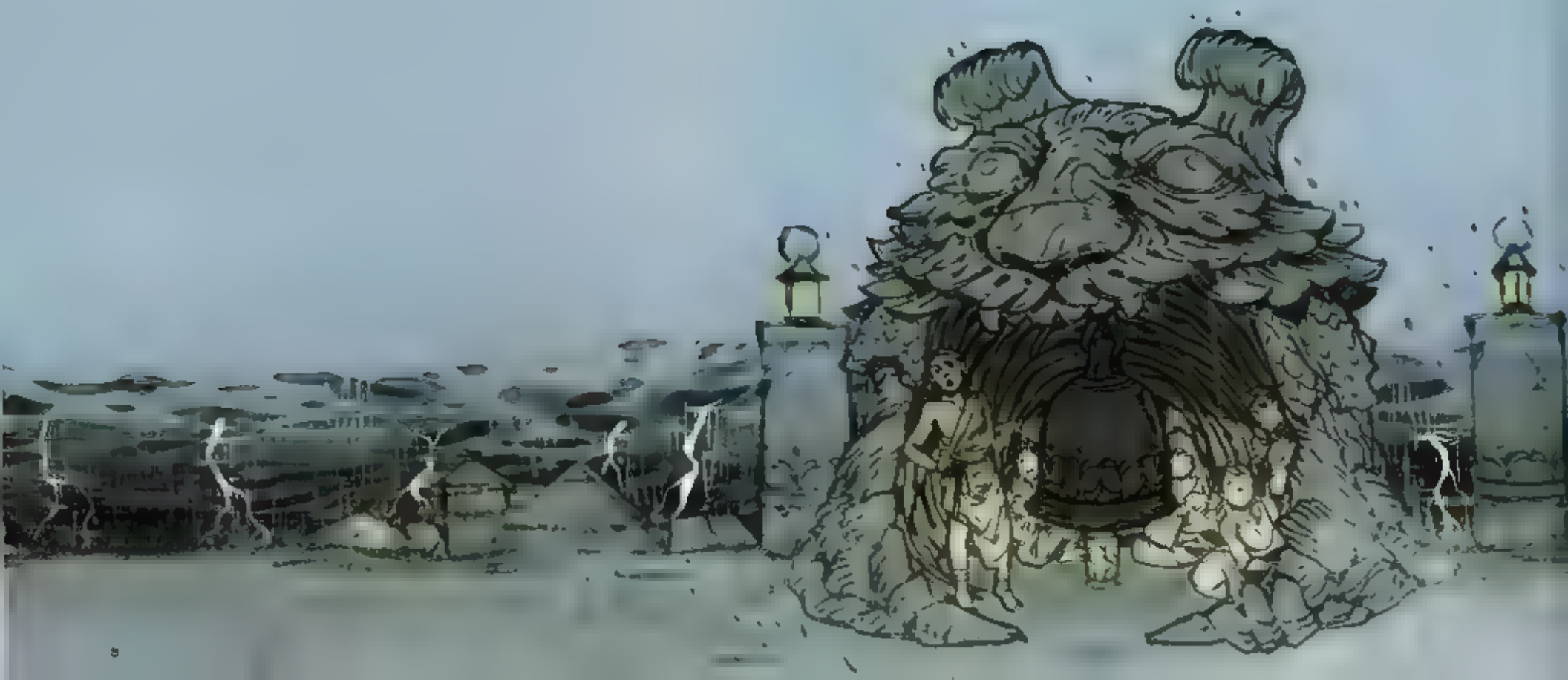
WAITING BELL

Our bell was waiting when we arrived.

It waited silently as we grew up around it.



It waited as the lantern years passed on into stories.



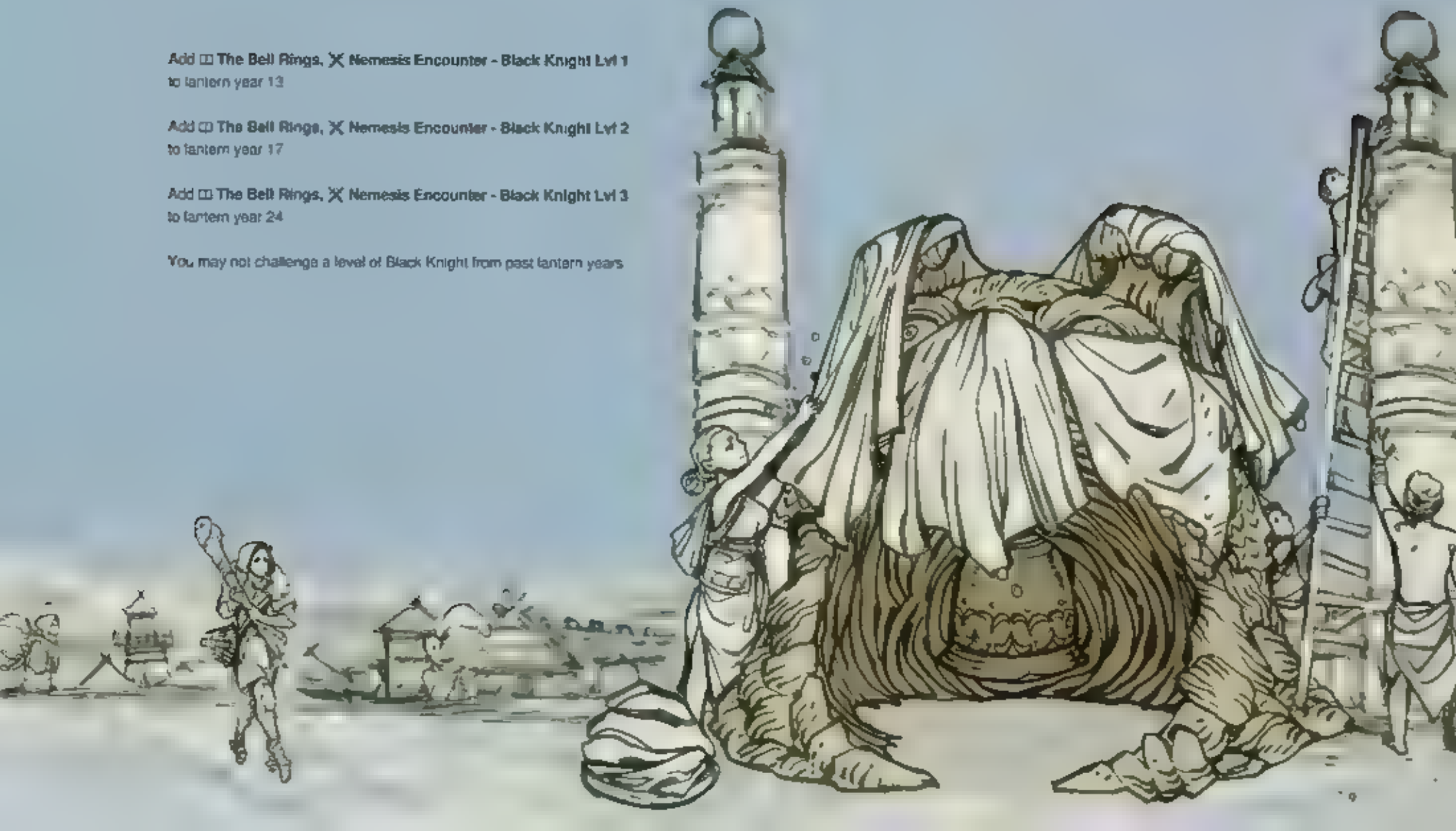
We did not know that we were waiting, too.
Until the stranger arrived.

Add 🕮 **The Bell Rings**, ⚔ **Nemesis Encounter - Black Knight Lvl 1**
to lantern year 13

Add 🕮 **The Bell Rings**, ⚔ **Nemesis Encounter - Black Knight Lvl 2**
to lantern year 17

Add 🕮 **The Bell Rings**, ⚔ **Nemesis Encounter - Black Knight Lvl 3**
to lantern year 24

You may not challenge a level of Black Knight from past lantern years



THE BELL RINGS

They placed the mechanism under our bell, then swung with might and precision. A clear note pealed through the settlement. The sound reverberated in our hearts, and we instinctively understood its invitation. All our gazes met at a single unseen point in the distance. Select the occasion based on this lantern year's nemesis monster level as **The Bell Tolls**

The Bell Tolls

First Ring

Nemesis Lvl 1

A dormant call to action soars in every heart. The mystery and the shared anticipation fill conversations and dreams. Gain the **Bell of Challenge** (Level 1) innovation. This settlement phase, endeavor once at the Bell at no cost. Nominate a random survivor to roll 1d10.

1d10	Result
1 - 3	You are tripping over yourself with exuberant determination. Gain the **Maladroit** disorder.
4 - 7	The red-haired stranger lurks at the settlement's edge, awaiting the departing survivors. Fascinated, you watch them from afar: gain +1 understanding. If you have 3+ courage, you steal into the outskirts to snatch an unsupervised helm. Gain the **Count Treulch** pattern gear.
8+	While the squire waits, they exercise. You mimic with aplomb. Gain the **Pierce** fighting art.

Second Ring

Nemesis Lvl 2

Twinned notes of mortal danger and breathless triumph sound, wrenching the settlement in different directions. Brave survivors are spurred to action, others question the obligation of the call. Nominate two survivors (highest courage and highest understanding); they each roll 1d10.

1d10	Result
1	You are certain the red-haired strangers are exploiting you. You lash out. The fleet-footed square defends. Suffer the **hamstrung** severe leg injury.
2 - 6	Misgivings. You plant seeds of doubt. Departing survivors suffer -2 survival and gain +2 insanity.
7 - 9	Self-preservation. Gain +1 understanding, you refuse to depart this lantern year.
10+	Treasure agenda. If this survivor departs and the survivors are victorious, gain 1 random Black Knight Armor pattern.

Third Ring

Nemesis Lvl 3

The survivors paint the Bell upon their shields to honor the fading memory of a noble lord. It is foretold that the appearance of a red-haired herald will signal the final test of their devotion. Roll 1d10 to determine the settlement's offering.

1d10	Result
1	Their most clear-eyed youth. A survivor with the least Hunt XP must depart. They gain the **Honorable** disorder.
2 - 5	Their most steadfast believer. A survivor with the highest insanity must depart.
6 - 9	Their most dedicated vassal. A survivor with the highest courage must depart.
10+	Their mightiest warrior. A survivor with the highest strength must depart. Departing survivors with shields in their gear grid gain +1 speed token.

This settlement phase **departing survivors** journey to the **Mountain Ascent**

DARKENED WORKSHOP

A stray beam of light betrays an entrance to the vault below. Furtive figures dart through the cramped workshop, snatching armfuls of obscure constructions and extinguishing the lights one by one. The survivors are left in the darkened maze to **Rummage** through the remains. If the survivors have the **Portcullis Key**, they may also go **Beyond the Forgotten Gate**.

Rummage - Roll 1d10 and add +1 for each victorious survivor with 3+ understanding.

1 2 3 4

As the survivors stumble in the dark, perilously stacked heaps collapse in a cascade of jumbled, unfinished projects. Pooling their lanterns' light over the mess, the objects they find are frustratingly inscrutable. They leave with only vague impressions and handfuls of shining metal. Gain two random Black Knight Armor patterns and two **Broken Lantern** basic resources.

5 6 7 8

The survivors work together to stretch finely joined bones, hide and metalwork in the lantern light. The survivor with the highest understanding pores over the expertly sewn seams of half-finished garments. Hidden in a fold, a viciously sharp pin pricks their finger. Somehow it stings as badly as any battle wound, gain the **Aichmophobia** disorder. Gain 4 random basic resources and two Black Knight Armor patterns of your choice.

9 10 11 12

Form follows function. Peering at the wire frames of the squire's handiwork, the survivors decipher how the joinery and materials might enable the squires unique lifestyle. Gain three Black Knight Armor patterns of your choice. The survivor with the highest understanding gains basic resources equal to their understanding.

13+

Armatures and drafts reveal a sophisticated craftsmanship that ignites the survivors' imaginations. They gather any usable scraps and depart filled with excitement. Gain one **Perfect Bone** basic resource, one **Perfect Hide** basic resource, two **Iron** strange resources, and three Black Knight Armor patterns of your choice.

Beyond the Forgotten Gate

The survivors spot gleaming bars over a heavy carven door. If the settlement has the **Portcullis Key**, they may erase it from the settlement record sheet and use it. Nominate a survivor to roll 1d10. The survivor shakily fits the key to the lock. It turns effortlessly, and the portcullis disappears into the mechanism overhead. The doors glide open with surprising ease.

1d10	Result
1-6	You kneel at the edge of a sunken pool. At the bottom, a small amount of steaming sludge gathers around a large drain. The finely tiled bath is ringed with garish green residue from the shrinking water levels. You see a glint in the drain and squeeze your arms through the bars, lifting an intricate organ out of the sludge. You hold it just long enough to feel the startling remains of its warmth before your hands melt away. The organ tumbles deep into the plumbing. Suffer the **dismembered arm** severe injury twice. You escape howling in pain.
7+	At a wall stands a sculpture of a creature concealed in its own wings and pierced with a sword. You pull the hilt, triggering a hidden mechanism. The statue rushes toward you; if you have 3+ sword weapon proficiency, you are quick enough and use the aging blade to defend. Otherwise, suffer the **gaping chest wound** severe body injury. The lash of the statue sends you flying out just before the portcullis slams shut in front of the yawning darkness. You gain the **Wraith** rare gear.

DEATH OF THE BLACK KNIGHT

The squires crowd around their lord's broken body. Frozen, they dare not touch but cannot turn away.

Remove any further ☐☐ **The Bell Rings** and nemesis showdowns with the Black Knight from the settlement's timeline.
Do not gain rewards in the Aftermath. The victorious survivors approach the **Monstrous Armaments**.

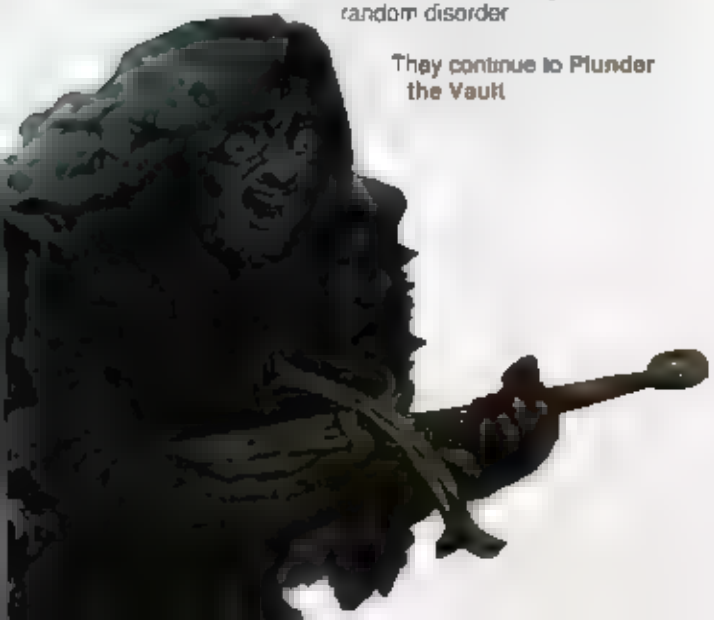
Monstrous Armaments

The survivors brazenly approach the twisted corpse. The gathered squires gasp in unison as the survivors grasp the hilt of the monster's sword.

If the combined strength of the survivors is 3 or more, the screech of metal against ornate tile swallows the lamentations of the squires. Gain both cards for the **Iron Hand** rare gear.

If the survivors cannot take the sword, they yank fruitlessly as the squires look on with revulsion. Each survivor gains a random disorder.

They continue to **Plunder the Vault**.



Plunder the Vault

The survivors descend into the unguarded workshop. The squires' implements for the haphazard maintenance of lord and land are arranged before them.

Assessing the jumbled workshop, they take whatever seems most valuable. Select two pieces of Black Knight Armor pattern gear, gain them and their respective patterns.

If any survivor has 3+ understanding, they study the cluttered scene, gleaning something more of the squires' artifice. Gain one random Black Knight Armor pattern.

Satisfied, the callous survivors leave, taking a final moment to glance back at the squires who have **No Gods, No Masters**.

No Gods. No Masters

The sparks of life drains from the squires' eyes, leaving purposeless breathing husks. Their bodies droop with the unbearable weight of existence. Some descend into wailing grief, rending their finery.

Witnessing the ongoing collapse of the squire's faith and civilization, the survivors feel a mix of shame and pride that sears itself into their hearts.

When they return to the settlement, they head straight for the bell and knock it over with distaste. Archive the **Bell of Challenge** innovation. The settlement gains the **Toppled Bell** innovation.

MOUNTAIN ASCENT

The yoke of obligation drags them onward. Following the beacon of red hair through the darkness, they arrive at a precarious mechanism. Stony-faced squires labor at a platform that raises the survivors into the foggy heights. Swirling winds whip their ruddy faces. Their blood quickens for the confrontation ahead. Each survivor must **Rise to the Challenge**.

Rise to the Challenge roll 1d10

1 2 3 The creaking of your enclosure is a nagging sour note in the soaring symphony of anticipation. If you have less than 3 courage, lose ★ survival and gain -1 accuracy token. If you are not insane, the wheeling ground below is unbearable; gain the **Ptophobia** disorder.

4 5 6 7 The rising chill puckers your skin. An unquellable shiver takes hold, stiffening your joints, gain a -1 evasion token unless your survivor is wearing three or more pieces of fur gear. The toiling squires seem unphased by the atmosphere. If you have 5+ understanding, you mimic their lung-emptying breaths. Gain +3 survival.

8 9 Spiraling pink spores whip by on the shearing winds. You raise your chapped red hands, stirring the iridescent air and wondering if you have the strength to overcome the challenge ahead. Gain the **Largesse** ability.

Largesse: During your act, if you are Honorable, you may give an adjacent survivor one of your survival. Limit once per round.

10 The ascent feels like a pit opening in your stomach. Fiery bile pours into the cavern of uncertainty, igniting you. Gain +1 strength token. If you are **Honorable**, gain +1 strength instead.

Squires Campaign Complete

Before you embark, a young squire rushes at you, roughly tousling your hair with handfuls of bright red powder. Shyly the squire retreats, leaving your hair scarlet. You have red hair; record this on your survivor record sheet. Limit once per campaign.

SHOWDOWN: BLACK KNIGHT

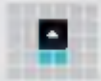
Nemesis

The monster crept to the cliff edge and lifted its muzzle to the sky. It drew a breath so deep, the clinging fog churned up the mountainside. Tasting the air of far-off plains, it searched for a familiar scent, its disjointed cries sailing on the wind.

Instinct: Seek Out

Full move toward the closest survivor. They suffer **knockback 4**. The monster cocks its head, pondering its next move. Shuffle the discard pile into the deck. End the monster's turn.

Blind Spot



Level	Evasion	Luck	Mov	Tgh	Spd	Dmg
1	5	4	6	10	-	-

Smash **Sheer Cliffs** **Spry** **Red Preference**
Tokens: +4 Toughness

Level	Evasion	Luck	Mov	Tgh	Spd	Dmg
2	9	6	7	10	-	+1

Smash **Sheer Cliffs** **Spry** **Red Preference**
Unsteady Tokens: +6 Toughness, +1 Accuracy

Level	Evasion	Luck	Mov	Tgh	Spd	Dmg
3	11	8	8	10	+1	+1

Smash **Sheer Cliffs** **Spry** **Red Preference**
Unsteady **Seasoned Duelist** **Indomitable**
Tokens: +8 Toughness, +1 Accuracy

Nemesis Showdown

Departing survivors do not have a Hunt Phase. They are safely ushered to the citadel teetering on the mountainside. You may challenge the Black Knight only if a nemesis showdown with this monster is listed on the settlement's timeline.

Showdown Setup

Terrain & Deployment
This showdown takes place on the citadel showdown board. The board consists of 16 tiles, arranged in a 4x4 grid. Two starting tiles (denoted by indicator arrows) begin face up and should be set up so their indicator arrows point at each other. Shuffle the remaining 14 board tiles and place them facedown to complete the 4x4 grid as shown. They are revealed during the course of the showdown.

- Place the monster as shown on its start tile.
- Place survivors on any unoccupied space of their start tile.
- Survivors go first.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency or + Club Proficiency
+ **Rewards**

Defeat
Any remaining corpses are shuffled unceremoniously off the edge, their shrinking shapes swallowed by the fog. Archive all fragile gear.

Rewards

The Black Knight disappears into a darkened cranny before the survivors can think to follow. Only its lengthening howl remains until even that is replaced with a nibble-shaking rumble. The monster is snoring deep in the heart of the citadel. Creeping at the edges of the darkness, the squires begin assessing the damage.

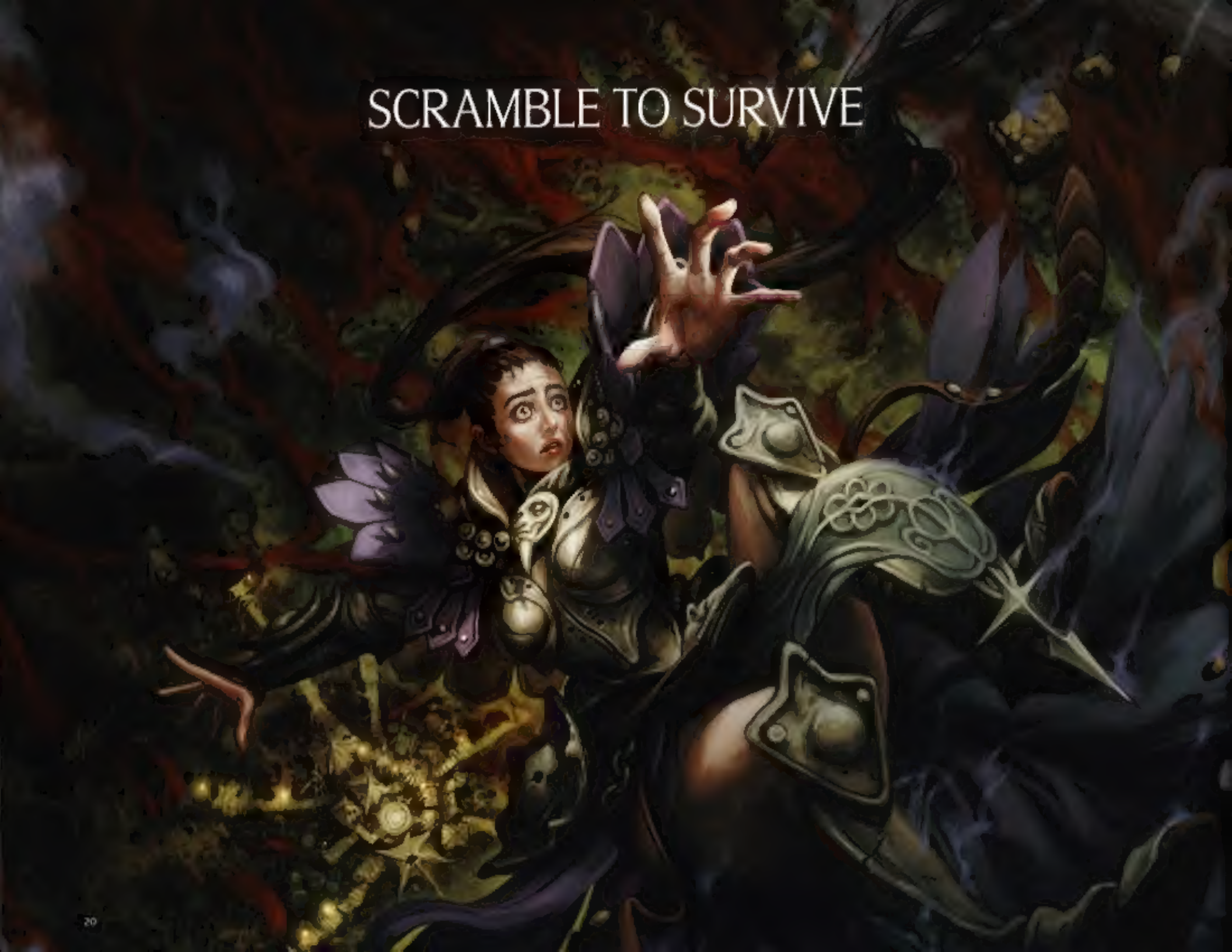
The first time the monster is defeated, gain the **Black Knight Badge** rare gear.

Each time the monster is defeated, the settlement gains the next level of the **Bell of Challenge** innovation. Note this on your settlement record sheet.

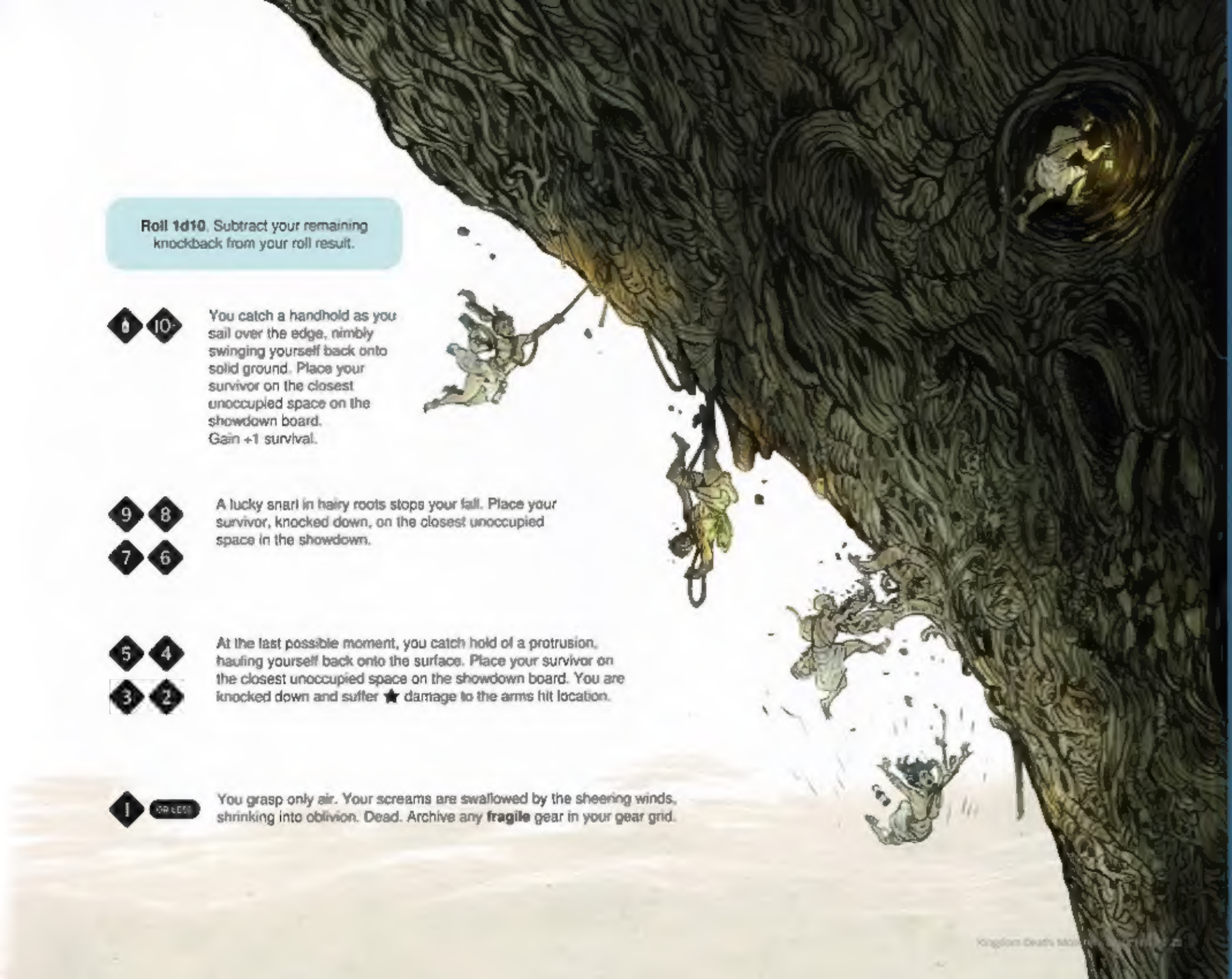
The survivors spy the **Darkened Workshop**.

If the settlement has **Collective Toil** when they defeat a level 3+ Black Knight, the survivors observe the communal devotion required to maintain the crumbling citadel. During the next settlement phase, add +1 for each returning survivor to all endeavor roll results during this phase.

SCRAMBLE TO SURVIVE



Roll 1d10. Subtract your remaining knockback from your roll result.



10+ You catch a handhold as you sail over the edge, nimbly swinging yourself back onto solid ground. Place your survivor on the closest unoccupied space on the showdown board. Gain +1 survival.

8, 9, 6, 7 A lucky snarl in hairy roots stops your fall. Place your survivor, knocked down, on the closest unoccupied space in the showdown.

4, 5, 2, 3 At the last possible moment, you catch hold of a protrusion, hauling yourself back onto the surface. Place your survivor on the closest unoccupied space on the showdown board. You are knocked down and suffer ★ damage to the arms hit location.

1 OR LESS You grasp only air. Your screams are swallowed by the sheering winds, shrinking into oblivion. Dead. Archive any **fragile** gear in your gear grid.